





PAGER Version 9

Created: 2 weeks, 5 days after earthquake

10,000

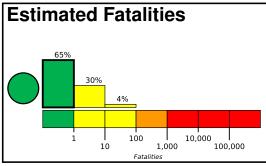
100,000

Λ

1,000

M 5.7, 130 km NNW of Salvacin, Peru

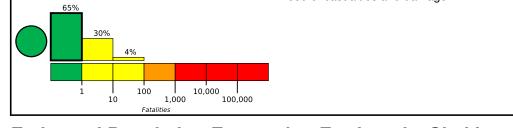
Origin Time: 2021-10-10 00:20:40 UTC (Sat 19:20:40 local) Location: 11.6892° S 71.6566° W Depth: 10.0 km



Green alert for shaking-related fatalities Estimated Economic Losses and economic losses. There is a low likeli-



hood of casualties and damage.



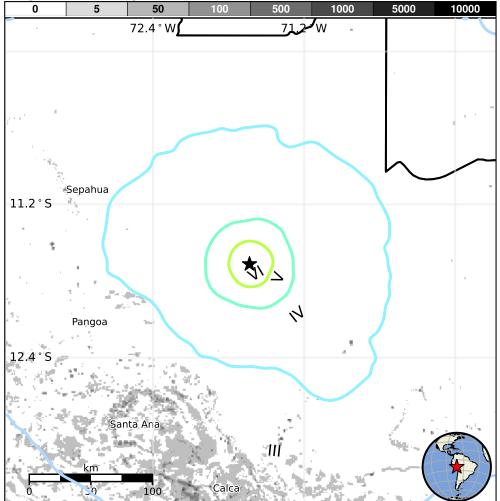
	7								
Estimated Population Exposed to Earthquake Shaking									
	ESTIMATED POPULATION	_*	400k*	7k	0	0			

EXPOSURE	E (k=x1000)		400K	/ N	U	U	U	U	U	U
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

Structures

Overall, the population in this region resides in structures that are highly vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are mud wall and reinforced/confined masonry construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1976-05-15	300	6.7	VII(6k)	5
1981-06-22	347	5.8	VII(5k)	6
1981-04-18	334	5.5	VI(193k)	8

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

from G	eoNames.org	
MMI	City	Population
III	Sepahua	<1k
Ш	Pillcopata	<1k
Ш	Pangoa	7k
Ш	Quebrada Honda	<1k
Ш	Quellouno	<1k
Ш	Echarate	<1k
Ш	Urubamba	8k
Ш	Ollantaytambo	2k
Ш	Santa Ana	25k
Ш	Calca	9k
Ш	Pisac	2k

bold cities appear on map.

(k = x1000)